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ABSTRACT

This book offers a collection of games for K-8 students that will enliven instruction, boost student motivation, and enhance learning at school or at home. It features in- and out-of-desk activities to motivate and engage students, promote teamwork, build skills, and enhance interactive problem solving. The book includes hundreds of tips on how to customize games to meet the unique needs of day-to-day classroom or home school situations. It also offers recommendations of games to help educators meet special challenges. Part 1 describes how games can promote learning and explains how to select an appropriate game, develop game content, and set up and run a game. Part 2 includes the 25 games (e.g., alphabet soup, crosswords, grab bag, guesstimate, and scavenger hunt). Part 3 includes four appendixes that provide game summaries, sample game lessons, games for special situations, and a game match matrix for matching each game against a set of seven educational goals and game dynamics that define the classroom or home schooling situation. (SM)

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